



Android App Developing

with communication included

by

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WOLF CONTENT

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A large yellow right-angled triangle is positioned in the center of the slide. It is oriented such that its hypotenuse runs from the bottom-left corner to the top-right corner. A thin yellow circle is centered at the midpoint of the hypotenuse, with the number '1' written in white inside it.

1

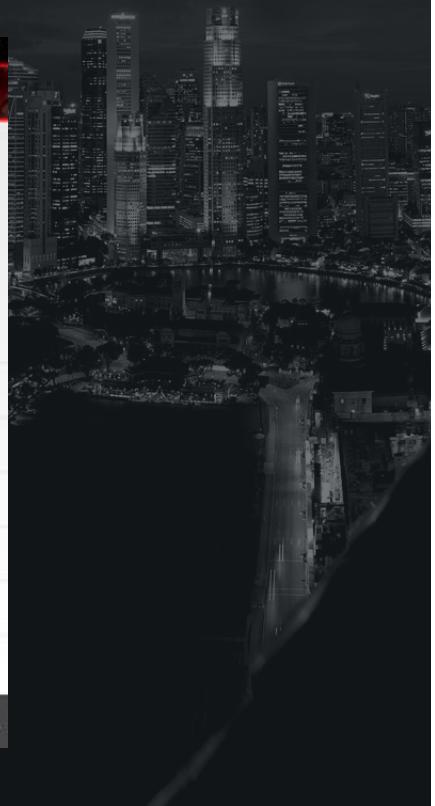
Introduction

1

WHY WE DESIGN WEREWOLF

We aim at using android developing tools to implement the board game Werewolf on android system and communication between mobiles.

Existed similar Apps





The drawback of existed Werewolf Apps

NO COMMUNICATION!



Interface

2

Interface

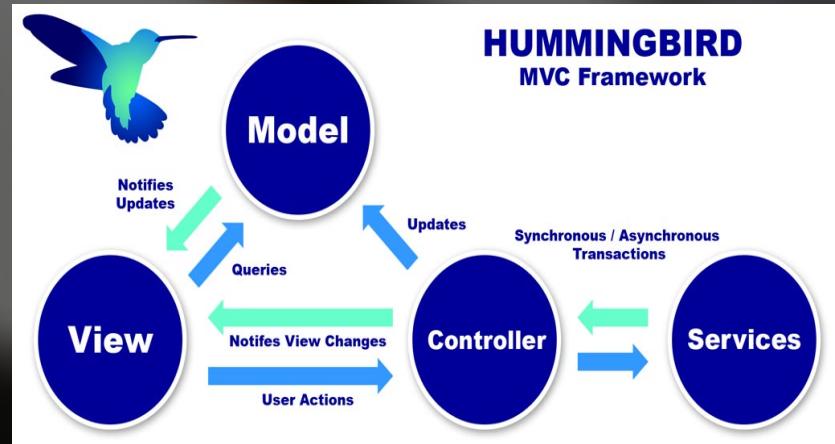
-organizing the layout and images



**1.Using .xml to control UI
Using MVC pattern**

**2.Using Java to control UI
dynamic**

**3.Both
to deal with a complicated situation**



In our app, we use the first way to finish the UI design.

**1.open another activity
using “intent” method
add the activity information to AndroidManifest_xml.
add listener of the button**

**2.design the layout
change the ic_launcher
three interfaces
choosing patterns
god pattern
player pattern**

**the optimization plan
add pictures to the buttons
add an interface to show our e-mail to look for good advice
add the background music**



An orange right-angled triangle is positioned in the center of the slide. It has its hypotenuse pointing towards the bottom-left and its vertical leg pointing downwards. A thin orange circle is centered at the top vertex of the triangle.

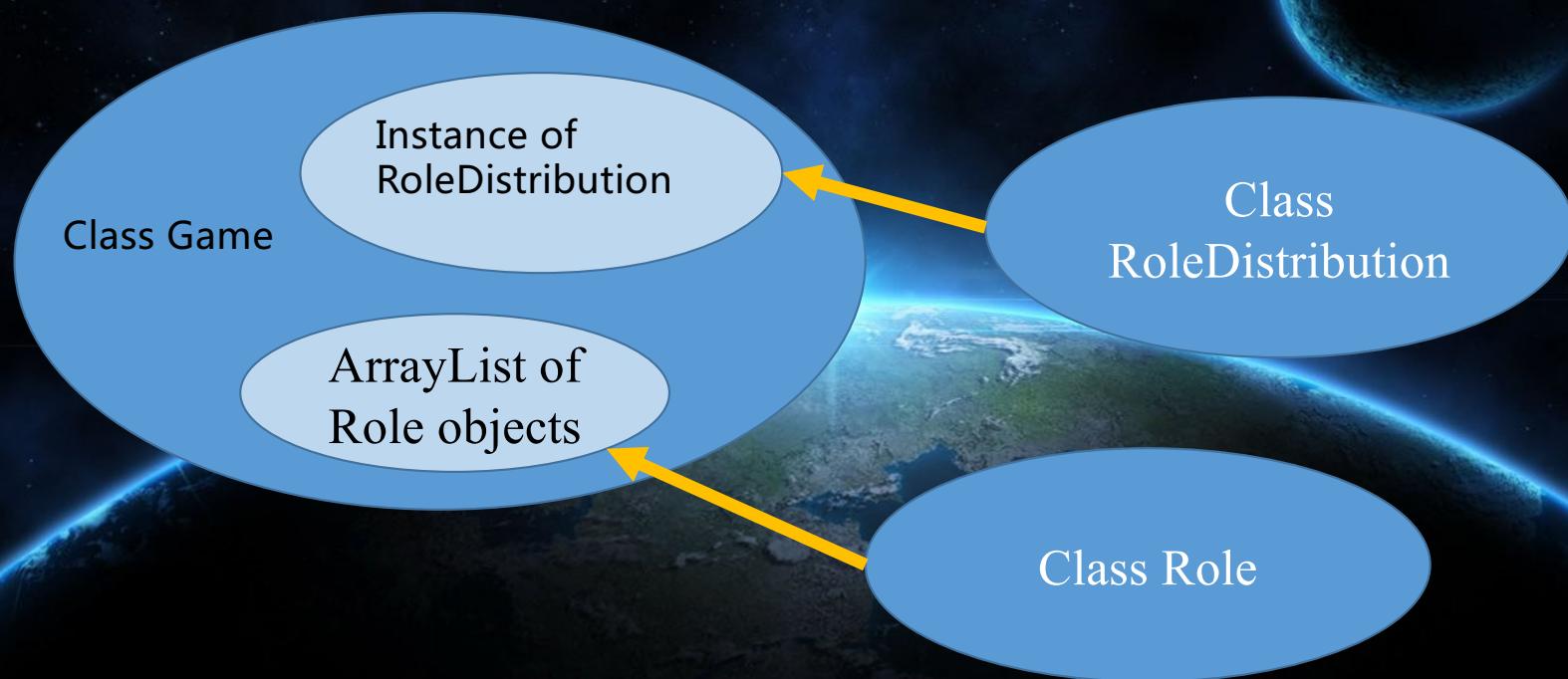
3

Algorithm

Engine

coding java class and methods correlated to the game engine

Interpretation about engine part



Java-type coding

- 1. Totally object-oriented**
- 2. Security**
- 3. Powerful built-in packets**

A large orange triangle is positioned in the center of the slide. It is oriented such that its hypotenuse runs from the bottom-left corner to the top-right corner. Inside this triangle, the number '4' is displayed in a large, bold, white font.

4

Communication

玩家误工
10.185.11.2

21

8000

已连
+立

0号
ALIVE

1号
ALIVE

2号
ALIVE

3号
ALI

4号
ALIVE

5号
ALIVE

6号
ALIVE

7号
ALI

8号
ALIVE

9号
ALIVE

10号
ALIVE

11
号

12号
ALIVE

13号
ALIVE

14号
ALIVE

15
号

守卫 1 输入编号

发送

女巫没有毒药了

玩家 2：你好号

玩家 1：4号

玩家 0：12号

玩家 1 投给玩家1

玩家 0 投给玩家1

玩家 2 投给玩家1

1号玩家被票死

0号玩家被票死

输入ID

保护

杀死

拯救

毒杀

0DEA
D

1DEA
D

2ALIV
E

3ALI
VE

4DEA
D

5ALIV
E

6ALIV
E

7DEA
D

8ALIV
E

9DEA
D

10DE
AD

11ALI
VE

女巫没有解药了
玩家0(狼人)被毒死
女巫没有毒药了
玩家 2 : 你好号
玩家 1 : 4号
玩家 0 : 12号
玩家 1 投给玩家1
玩家 0 投给玩家1
玩家 2 投给玩家1

输入ID

保护

杀死

拯救

毒杀

0ALIV
E

1ALIV
E

2ALIV
E

3ALI
VE

4ALIV
E

5ALIV
E

6ALIV
E

7ALI
VE

8ALIV
E

9ALIV
E

10ALI
VE

11ALI
VE

女巫没有毒药了
玩家 2 : 你好号
玩家 1 : 4号
玩家 0 : 12号
玩家 1 投给玩家1
玩家 0 投给玩家1
玩家 2 投给玩家1
1号玩家被票死
0号玩家被票死

输入ID

保护

杀死

拯救

毒杀

0ALIV
E

1ALIV
E

2ALIV
E

3ALI
VE

4ALIV
E

5ALIV
E

6ALIV
E

7ALI
VE

8ALIV
E

9ALIV
E

10ALI
VE

11ALI
VE

玩家 0 加入!

玩家 1 加入!

玩家 2 加入!

身份分配完成

玩家1(女巫)被守护

玩家1(女巫) 被今晚守护，狼人无法对其下手

玩家2(守卫) 被狼人杀死

玩家1(女巫)被解救

输入ID

保护

杀死

拯救

毒杀

0ALIV
E

1ALIV
E

2ALIV
E

3ALI
VE

4ALIV
E

5ALIV
E

6ALIV
E

7ALI
VE

8ALIV
E

9ALIV
E

10ALI
VE

11ALI
VE

房间创建成功!

请玩家加入: 10.185.11.221 : 8000

玩家 0 加入!

玩家 1 加入!

玩家 2 加入!

身份分配完成

玩家1(女巫)被守护

玩家1(女巫) 被今晚守护，狼人无法对其下手

输入ID

保护

杀死

拯救

毒杀

0ALIV
E

1ALIV
E

2ALIV
E

3ALI
VE

4ALIV
E

5ALIV
E

6ALIV
E

7ALI
VE

8ALIV
E

9ALIV
E

10ALI
VE

11ALI
VE

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5

Summary

Summary

We learned the activity-based android developing

We built the communication between devices and hence know better about networks

We succeed to complete the task with models separated

Learn with practice



Thank you !



Q and A

ANDROID